

10. (Amended) The method [as claimed in any one of claims 7, 8, or 9] of claim 7, wherein the game is chosen by the console.

11. (Amended) The method [as claimed in any one of claims 7, 8, 9 or 10] of claim 7, wherein the game being played includes a plurality of game outcomes corresponding to the gamble outcome corresponding to the random number and one of the game outcomes is chosen by the console.

12. (Amended) The method [as claimed in any one of claims 10 or 11] of claim 10, wherein games or outcomes chosen by the console are chosen at random.

13. (Amended) The method [as claimed in any one of claims 10 or 11] of claim 10, wherein games or outcomes chosen by the console are chosen sequentially.

14. (Amended) The method [as claimed in any one of the preceding claims] of claim 13, wherein the secure storage means is removably connectable to or readable and writable by the console.

20. (Amended) The method [as claimed in any one of claims 17, 18 or 19] of claim 17, wherein the secure processing means is a smartcard or smartcard chip which is permanently fixed in the console.

21. (Amended) The method [as claimed in any one of claims 1 to 13] of claim 1, wherein the secure storage means is a smartcard which is permanently fixed in the console.

22. (Amended) The method of [any one of claims 1 to 15] of claim 1, wherein the secure storage means is a smartcard which is removable from the console.

Claim 23, line 1, delete "or 22";

Claim 24, line 1, delete "any one of claims 1 to" and insert therefore -- claim -- ;

26. (Amended) The method [of any one of claims 1 to 14] of claim 1, wherein a gaming server is provided and is in communication with each gaming console, and each console, upon receipt of the user input to initiate a game, generates and sends a signal to the gaming server indicating that the stored information has been used to determine the respective game or gamble outcome.

27. (Amended) The method [as claimed in claim 24, 25 or 26] of claim 24, wherein the gaming server additionally performs the function of an accounting server whereby the accounting server is arranged to maintain credit account information in relation to a player playing a game on the gaming system and to send accounting information to the console on which the player is playing.

28. (Amended) The method [as claimed in any one of claims 1 to 26] of claim 1, wherein an accounting server is provided and is in communication with each gaming console, the accounting server being arranged to maintain credit account information in relation to a player playing a game on the gaming system and to send accounting information to the console on which the player is playing.

Claim 29, delete "or 28";

31. (Amended) The method [of any one of claims 24 to 30] of claim 24, wherein the console saves data sent to each server and upon receipt of a secure signal indicating that the respective server has received the data then deletes the data from memory.

32. (Amended) The method [of any one of claims 24 to 31] of claim 24, wherein the precalculated data is transmitted from the game server to the secure storage means in the console and the game verification data is transmitted by the secure storage means to the game server.

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33. (Amended) The method [of claim 27, 28, or 29] of claim 27, wherein the accounting data is transmitted from the server to the secure storage means in the console.

Claim 34, line 1, delete "or 26";

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35. (Amended) The method [as claimed in any one of claims 24 to 34] of claim 24, wherein signals generated by the server and console to transmit game outcomes or to indicate game play, are encrypted prior to being sent.

37. (Amended) The method [as claimed in any one of claims 24 to 36] of claim 24, wherein the server includes an auditing function to check the game and/or gamble outcome data returned from the secure device in the console.

38. (Amended) The method [as claimed in claim 35, 36 or 37] of claim 35, wherein the game outcome calculation and the encryption and decryption of signals to and from the game server are performed in the console by the smartcard.

39. (Amended) The method [as claimed in any one of claims 24 to 38] of claim 24, where an hierarchical network of gaming servers are provided with the console connected to a low order, low security network server which performs low security and routine control and communication while passing high security signals to higher level gaming servers having higher security.

44. (Amended) The method [as claimed in claim 40, 41, 42 or 43] of claim 40, wherein the secure storage means is a smartcard or smartcard chip.

Claim 47, line 1, delete "or 46";

a8 48. (Amended) The method [as claimed in claim 45, 46 or 47] of claim 45, wherein upon initiation of a game by a player, the console retrieves the new value of the smartcard device and displays an appropriate game sequence.

a9 59. (Amended) The method [as claimed in any one of claims 24 to 39] of claim 24, wherein the console sends a signal to the secure storage means describing a state of a game being played to the game to the server.

~~Claim 61, line 1, delete "or 60";~~

a10 68. (Amended) The system [as claimed in any one of claims 62 to 67] of claim 62, wherein the secure storage means is removably connectable to or readable and writable by the console.

a11 71. (Amended) The system [as claimed in any one of claims 62 to 70] of claim 62, wherein a secure processing means is provided to produce the game or gamble outcome indication and is connected to the secure storage means by way of a secure communications path.

a12 73. (Amended) The system [as claimed in any one of claims 62 to 67] of claim 62, wherein the secure storage means is a smartcard or smartcard chip which is permanently fixed in the console.

a13 74. (Amended) The system as claimed in any one of claims 62 to 72] of claim 62, wherein the secure storage means is a smartcard or smartcard chip which is removable from the console.

a13 76. (Amended) The system [of any one of claims 62 to 75] of claim 62, wherein a gaming server is provided in communication with each gaming console, the server being arranged to calculate the outcome information in relation to the game for storage in a secured storage means and to send game or gamble outcome signals to the console in which the secure storage means is

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concl located, and the console including receiving means for receiving the game or gamble outcome signal and storing the information carried in the signal as the game or gamble outcome information in the secure storage means.

a<sup>14</sup> 78. (Amended) The system [of any one of claims 62 to 75] of claim 62, wherein a gaming server is provided in communication with each gaming console, the server including an auditing means for checking game and/or gamble outcome data returned from the secure device in the console.

Claim 79, line 1, delete "or 78";

a<sup>15</sup> 81. (Amended) The system [as claimed in any one of claims 76 to 80] of claim 76, wherein an hierarchical network of gaming servers are provided with the console connected to a low order, low security network server which performs low security routine control and communication, while passing high security signals to higher level gaming servers having higher security.

a<sup>16</sup> 92. (Amended) The system [as claimed in any one of claims 83 to 91] of claim 83, wherein the smartcard device which provides the secure storage means is programmed with multiple functions, only one of which is a gaming accelerator.

a<sup>17</sup> 95. (Amended) The system [as claimed in any one of claims 76 to 81] of claim 76, wherein the console sends a signal to the server via the secure storage means describing a state of a game being played to the game to the server.

Claim 97, line 1, delete "or 96";

a<sup>18</sup> 107. (Amended) The secure storage means [as claimed in any one of claims 98 to 106] of claim 98, wherein a secure processing means is provided, and the secure storage means is

arranged to be connected to the secure processing means by way of a secure communications path, and the secure processing means is arranged to provide the gamble outcome.

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108. (Amended) The secure storage means [as claimed in any one of claims 98 to 103] of claim 98, wherein the secure storage means is a smartcard or smartcard chip which is arranged to be permanently fixed in the console.

109. (Amended) The secure storage means [as claimed in any one of claims 98 to 107] of claim 98, wherein the secure storage means is a smartcard which is removable from the console.

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111. (Amended) The secure storage means [of any one of claims 98 to 110] of claim 98, wherein the secure storage means is arranged to communicate with a gaming server via a gaming console, the server being arranged to calculate the game or gamble outcome information in relation to a game for storage in the secure storage means and to send outcome signals to the secure storage means via the console, the secure storage means being arranged to receive and store the game or gamble outcome information.

Claim 113, line 1, delete "111 on";

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114. (Amended) The secure storage means [of any one of claims 98 to 108] of claim 98, wherein the secure storage means is arranged to communicate with a gaming server via a gaming console, and upon receipt by the console of the user input to initiate a game, the secure storage means generates and sends a signal via the console to the gaming server indicating that the stored information has been used to determine the respective game or gamble.

Claim 115, line 1, delete "or 114";

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116. (Amended) The secure storage means [of claim 111, 112, 113, 114, or 115] of claim 111, wherein communications between the gaming server and the secure storage means is encrypted.

a22 126. (Amended) The secure storage means [as claimed in any one of claims 118 to 125] of claim 118, wherein the smartcard device is programmed with multiple functions, only one of which is a gaming accelerator.

133. (Amended) The control device [as claimed in any one of claims 129 to 132] of claim 129, wherein a secure processing means being arranged to provide the game outcome indication.

a23 134. (Amended) The control device [as claimed in any one of claims 129 to 132] of claim 129, wherein a secure processing means is provided, connected to the control device by way of a secure communications path, and the secure processing means being arranged to provide the game outcome indication.

a24 136. (Amended) The control device [as claimed in any one of claims 129 to 134] of claim 129, wherein the control device is a smartcard or smartcard chip which is permanently fixed in the console.

137. (Amended) The control device [as claimed in any one of claims 129 to 134] of claim 129, wherein the control device is a smartcard which is removable from the console.

Claim 138, line 1, delete "or 137";

a25 139. (Amended) The control device [of any one of claims 129 to 138] of claim 129, wherein the control device is arranged to communicate with a gaming server via the gaming console.

Claim 141, line 1, delete "or 14";

a26 147. (Amended) The control device [as claimed in any one of claims 143 to 146] of claim 143, wherein the smartcard device is programmed with multiple functions, only one of which is a gaming accelerator.

Claim 152, line 1, delete "or 151";